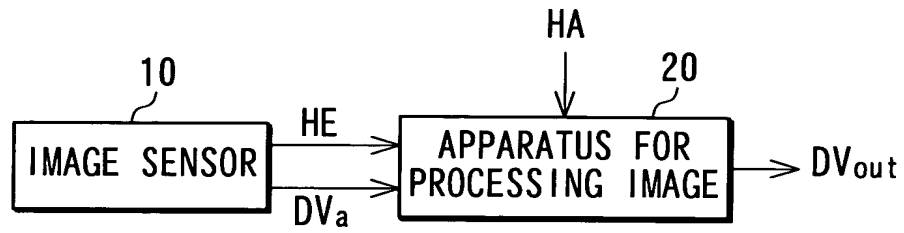
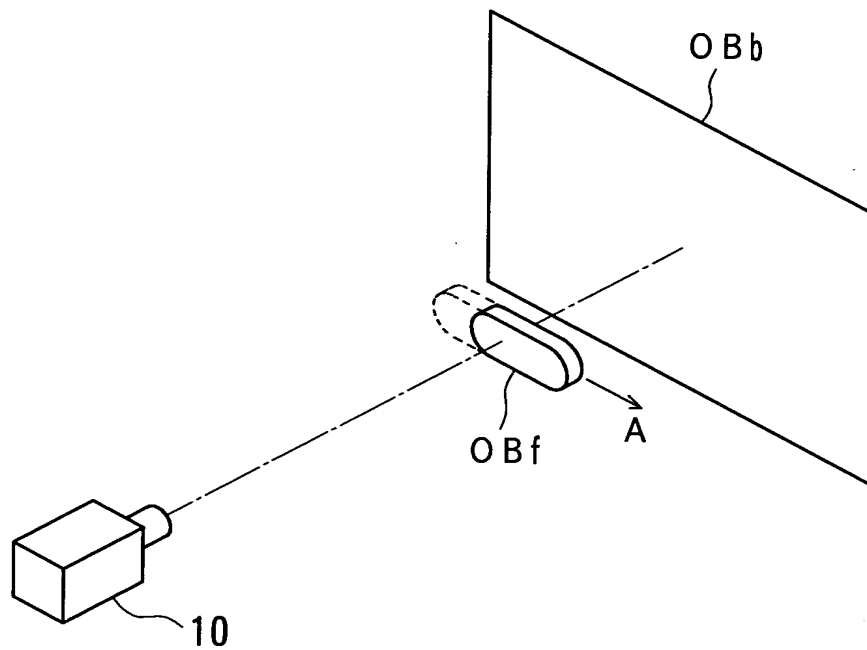


1 / 2 0

F I G. 1



F I G. 2



2 / 2 0

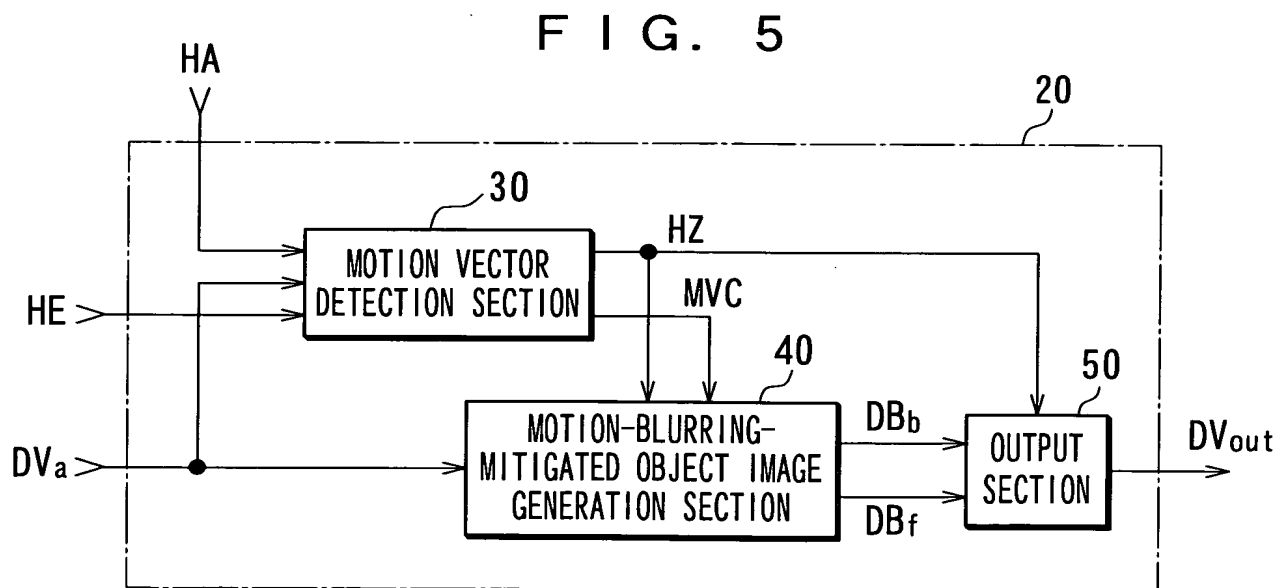
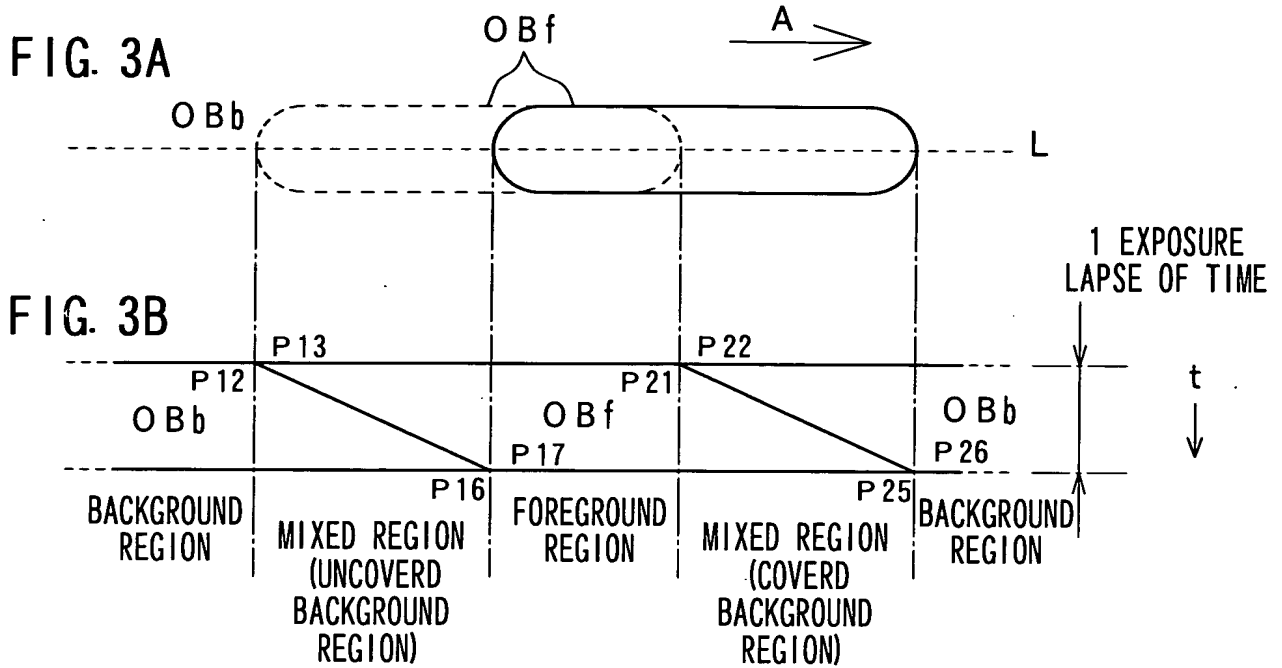
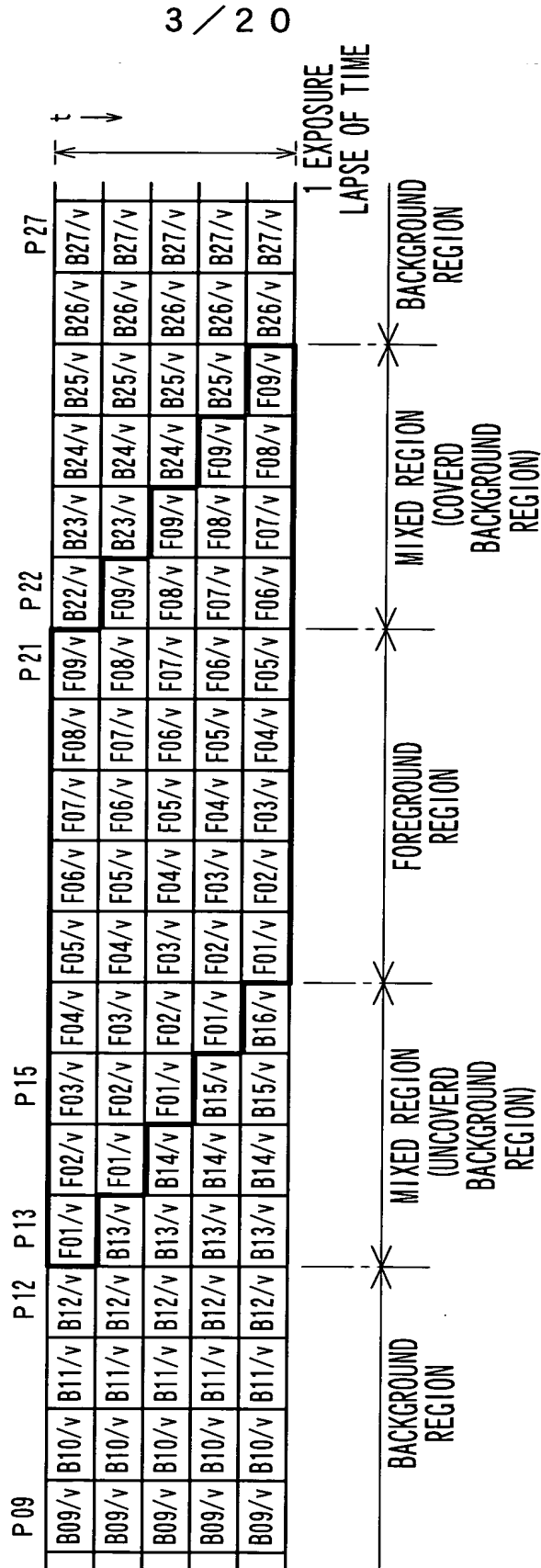


FIG. 4



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FIG. 6

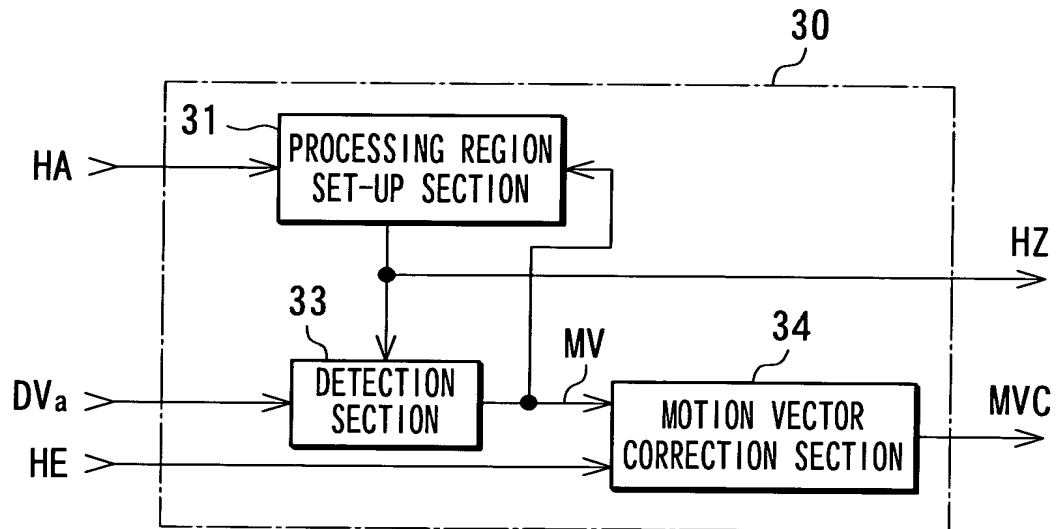
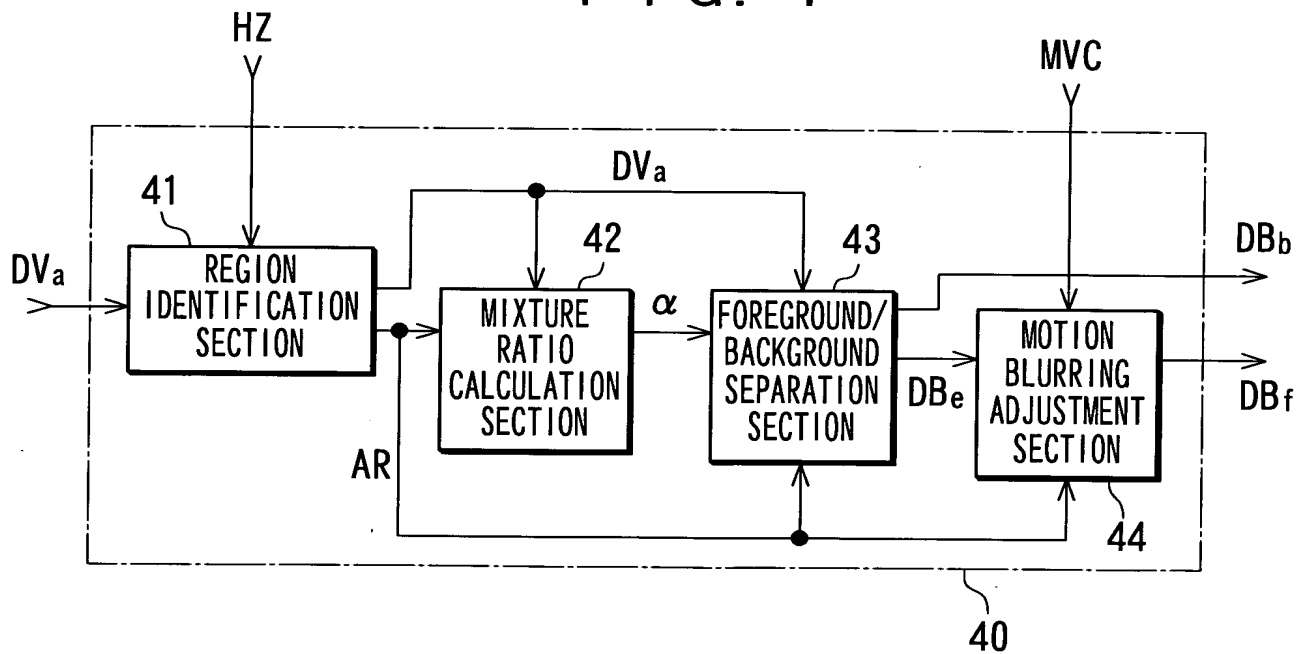
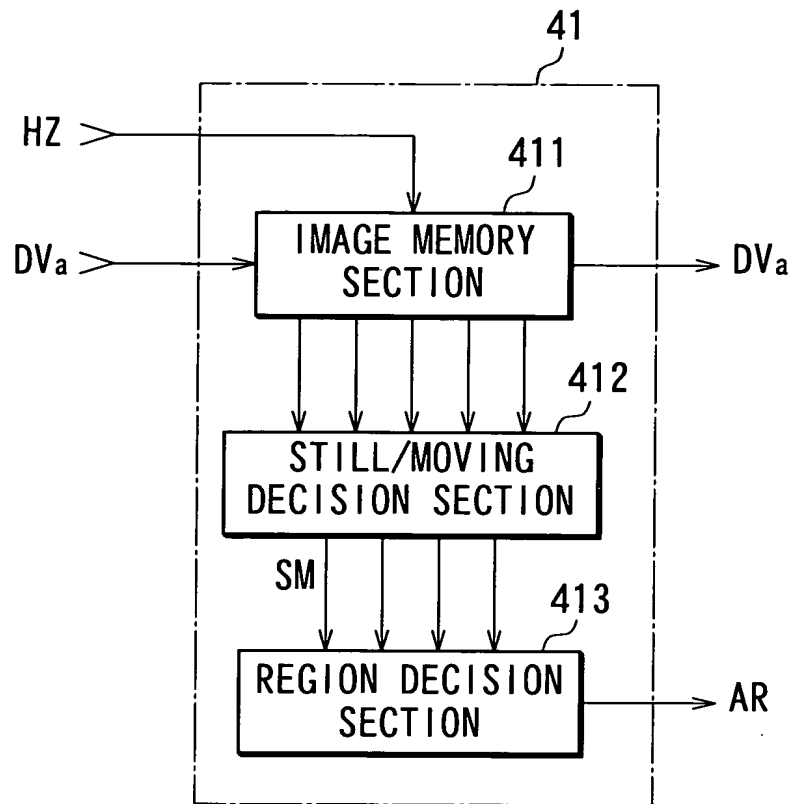


FIG. 7



5 / 2 0

F I G . 8



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FIG. 9

The diagram illustrates a video sequence structure across multiple frames. The frames are labeled as FRAME #n-2, FRAME #n-1, FRAME #n, FRAME #n+1, FRAME #n+2, and FRAME #n. Each frame contains a grid of smaller frames, numbered sequentially from 801 to 837. The frames are organized into four distinct regions: STILL REGION, MOVING REGION, UNCOVER BACKGROUND REGION, and COVER BACKGROUND REGION. The STILL REGION is located at the top and bottom of the sequence. The MOVING REGION is located in the middle. The UNCOVER BACKGROUND REGION is located on the left side, and the COVER BACKGROUND REGION is located on the right side. The frames are numbered sequentially from 801 to 837, with some frames being repeated or omitted. The diagram shows the spatial and temporal relationships between the frames, including the movement of the background and the foreground objects.

7 / 2 0

F I G. 1 0

REGION DETERMINATION	STILL/MOVING DECISION ON FRAMES #n-2 AND #n-1	STILL/MOVING DECISION ON FRAMES #n-1 AND #n	STILL/MOVING DECISION ON FRAMES #n AND #n+1	STILL/MOVING DECISION ON FRAMES #n+1 AND #n+2	DECISION LOGIC
STILL REGION		STILL	STILL		OR
COVERD BACKGROUND REGION	STILL	MOVING			AND
UNCOVERD BACKGROUND REGION			MOVING	STILL	AND
MOVING REGION		MOVING	MOVING		AND

8 / 2 0

FIG. 11

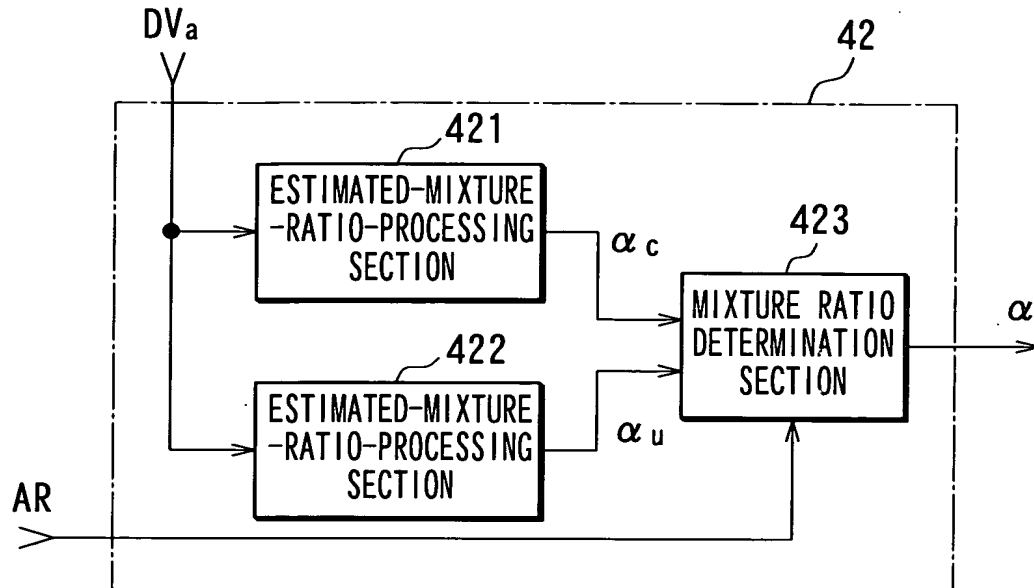
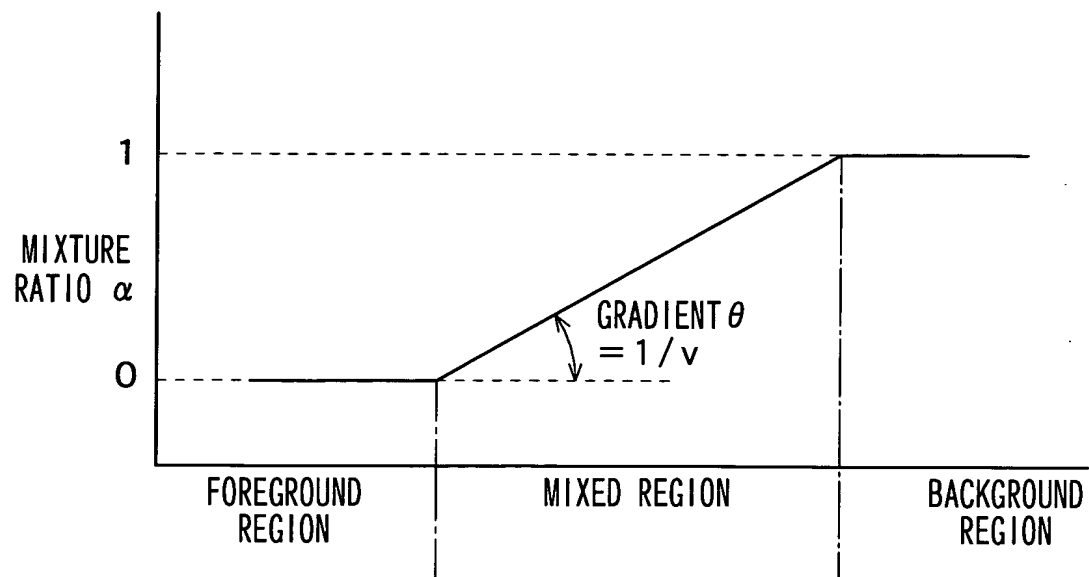


FIG. 12



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FIG. 13

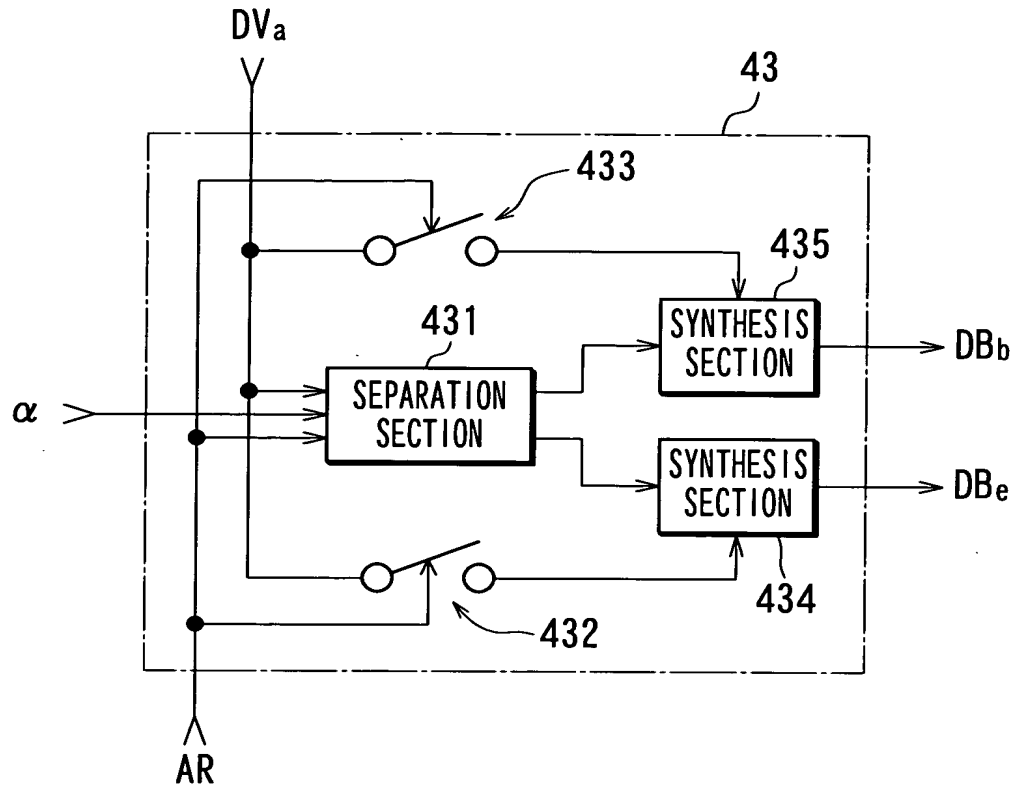
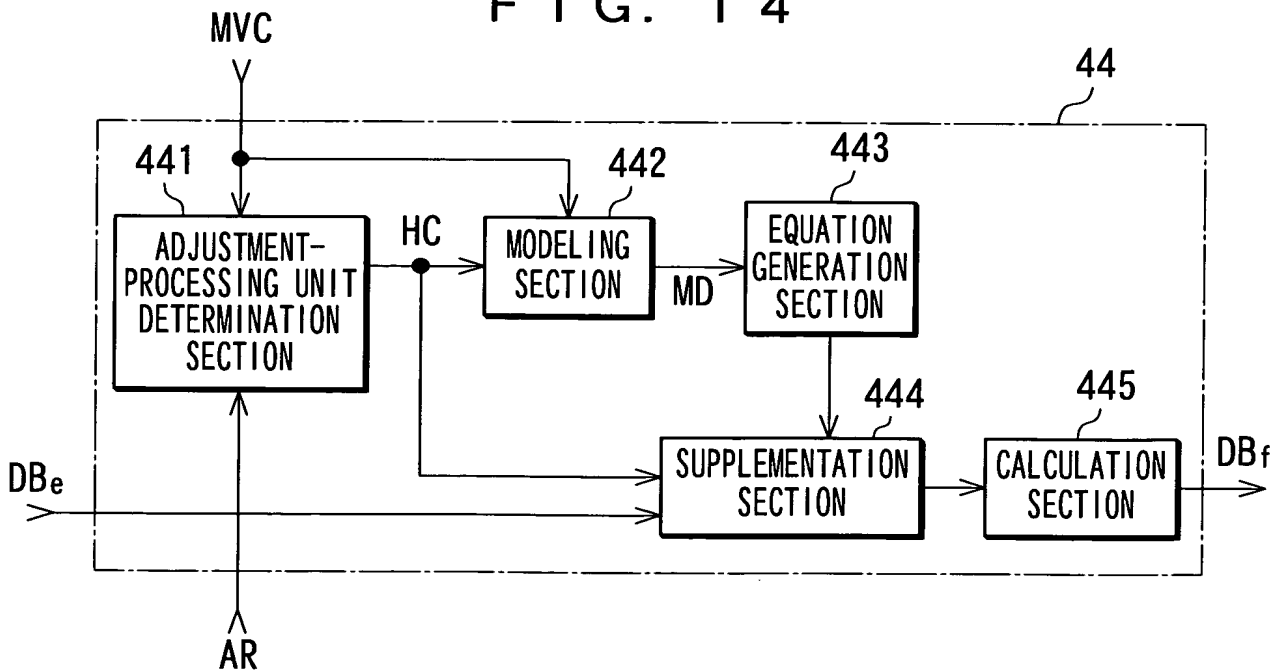


FIG. 14



[illegible]

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FIG. 16

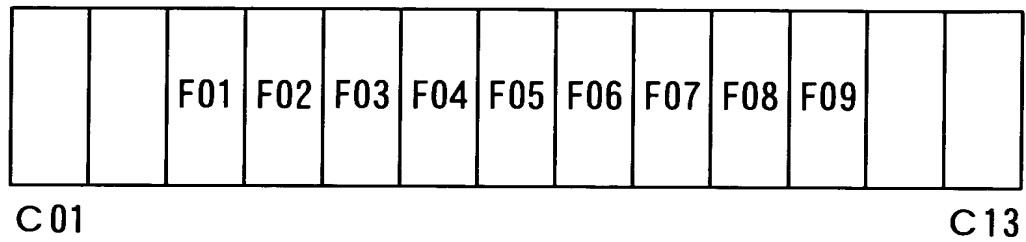
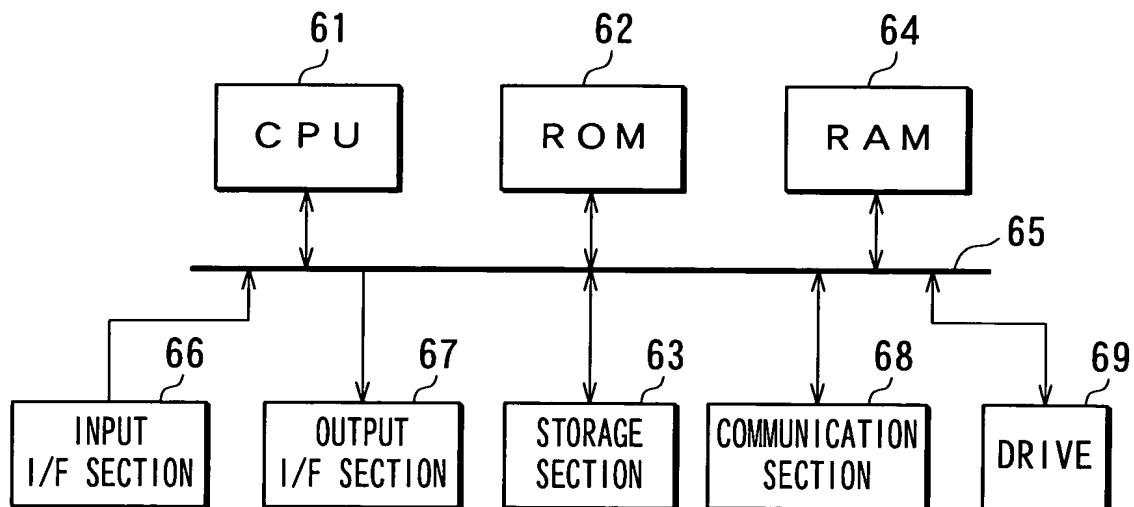
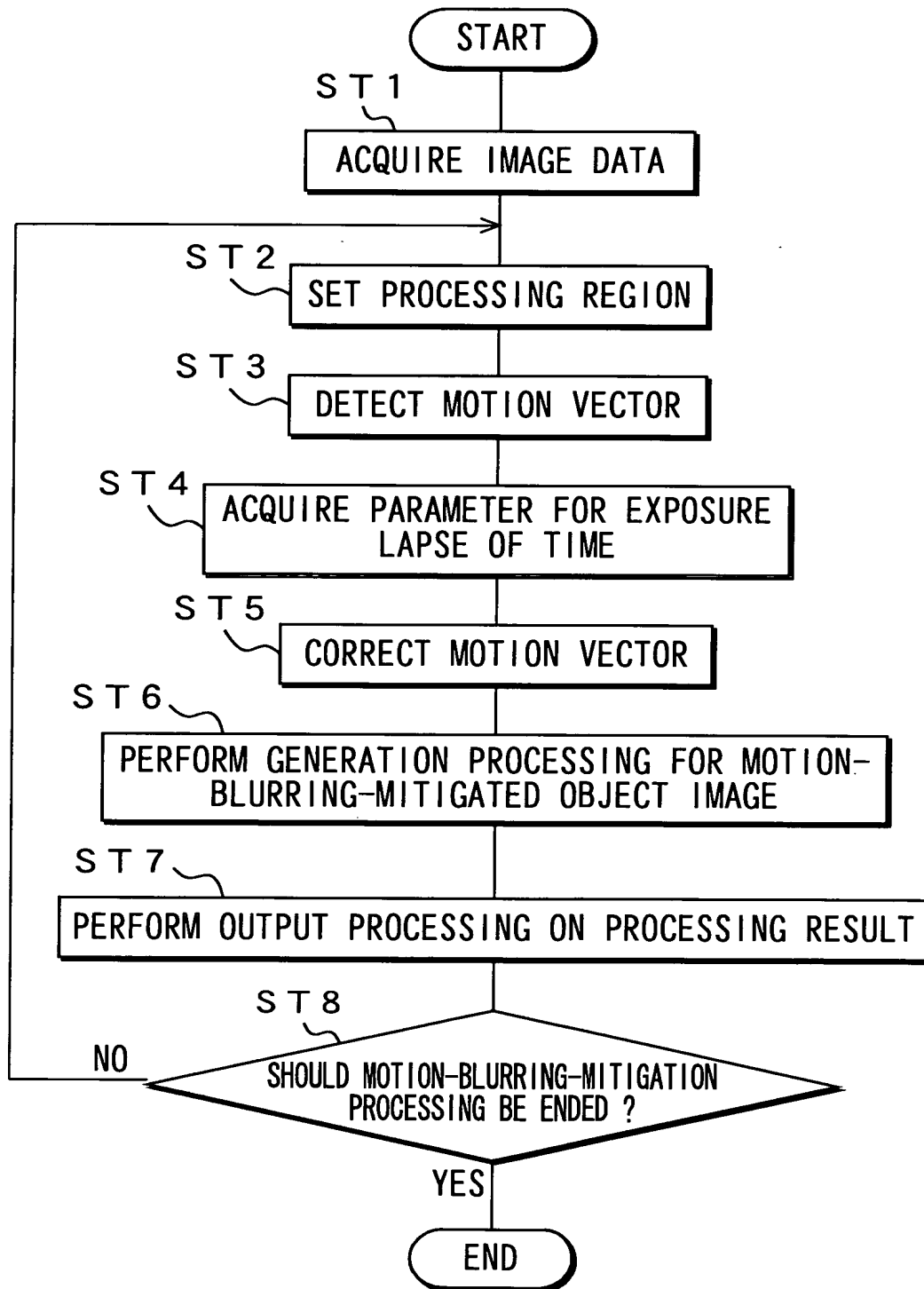


FIG. 17



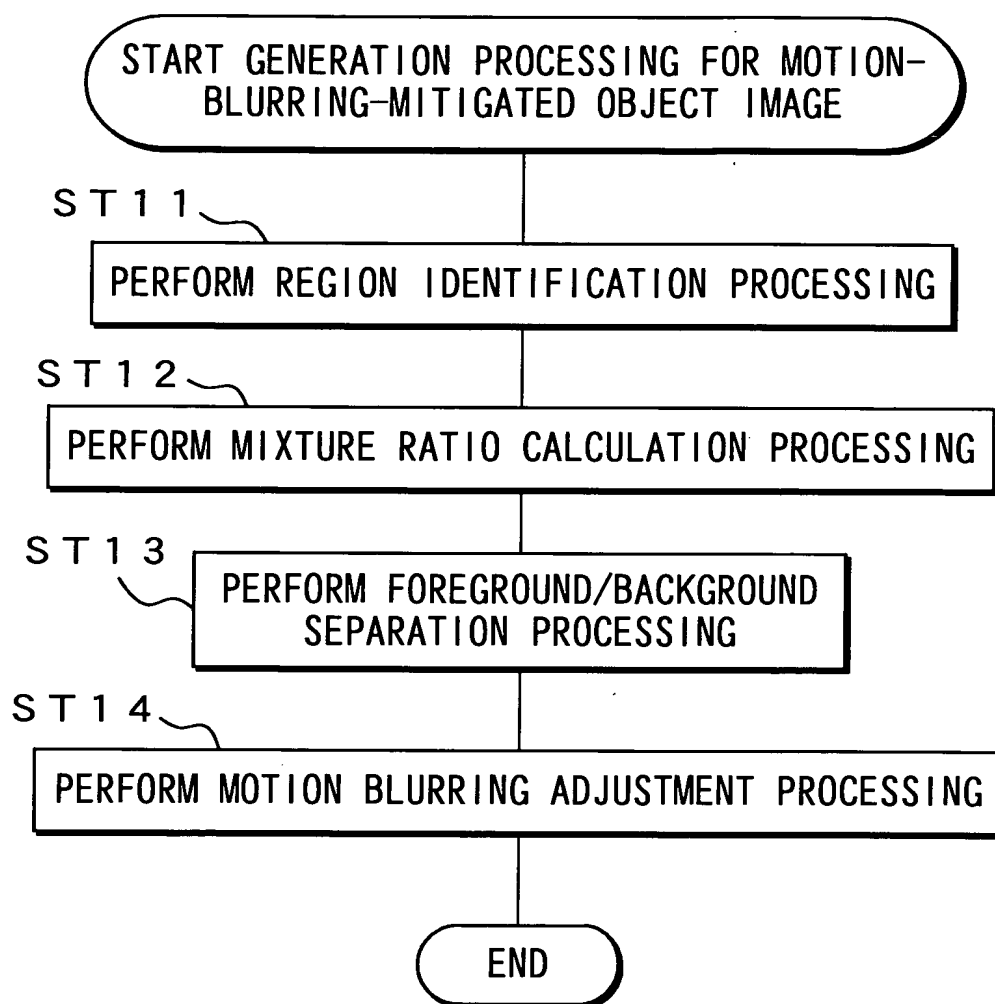
1 2 / 2 0

FIG. 18



1 3 / 2 0

FIG. 19



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FIG. 20

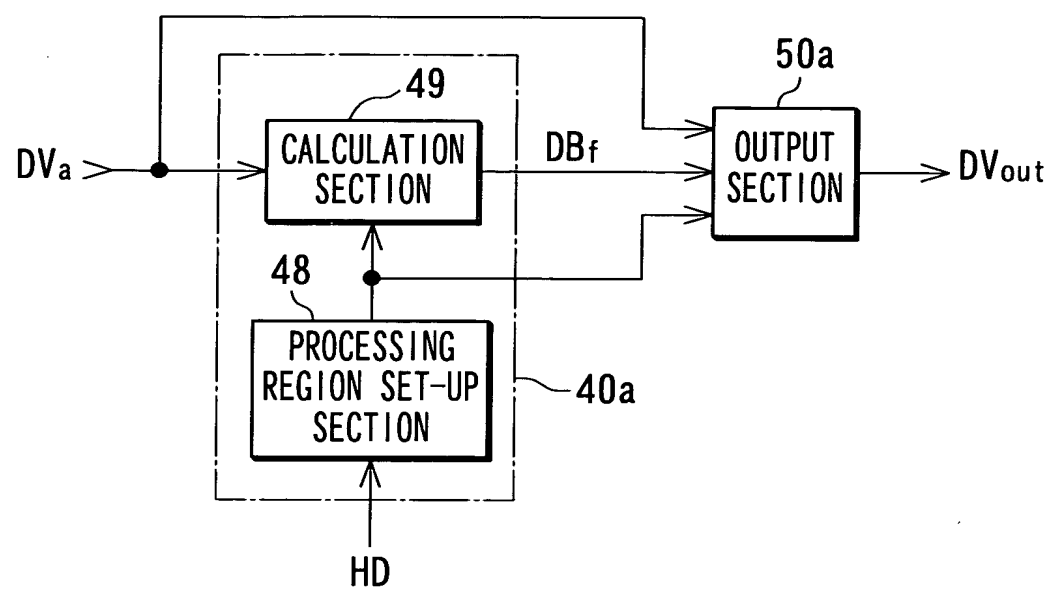
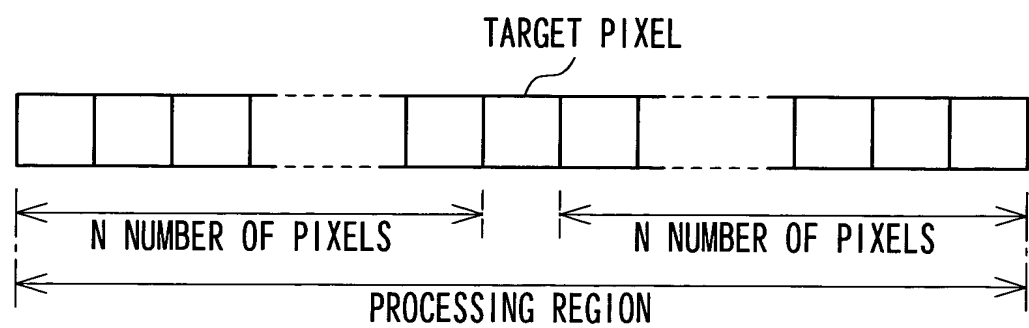


FIG. 21



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FIG. 22A

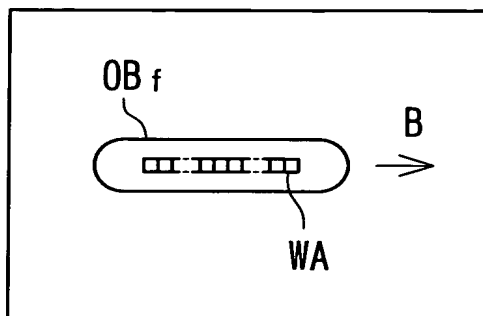


FIG. 22B

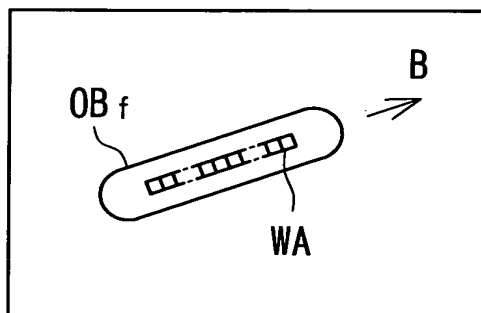


FIG. 23

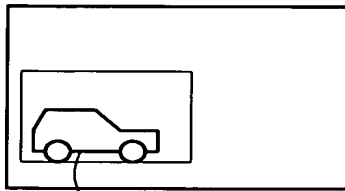
TARGET PIXEL

Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v	Y8/v
Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v	Y7/v
Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v	Y6/v
Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v	Y5/v
Y-8/v	Y-7/v	Y-6/v	Y-5/v	Y-4/v	Y-3/v	Y-2/v	Y-1/v	Y0/v	Y1/v	Y2/v	Y3/v	Y4/v

N NUMBER OF PIXELS (N=6) N NUMBER OF PIXELS (N=6)
 PROCESSING REGION

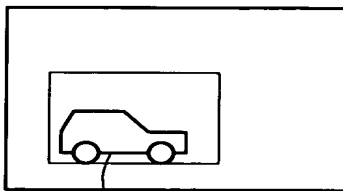
MOVEMENT
QUANTITY
(v=5)

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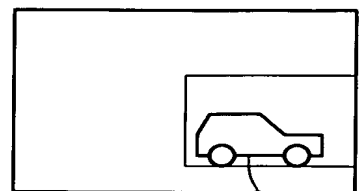
OBf

FIG. 24A



OBf

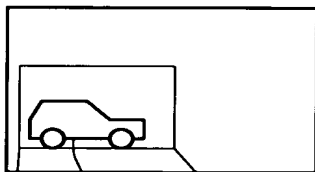
FIG. 24B



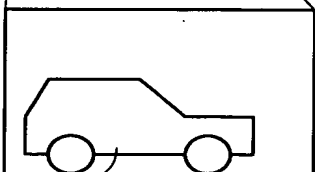
OBf

FIG. 24C

FIG. 25A



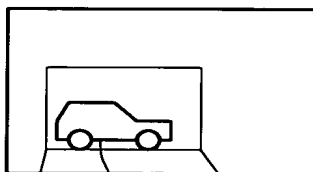
OBf



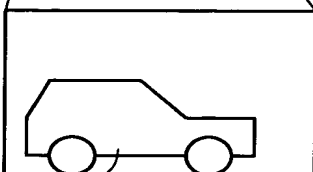
OBf

FIG. 25D

FIG. 25B



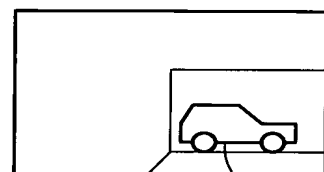
OBf



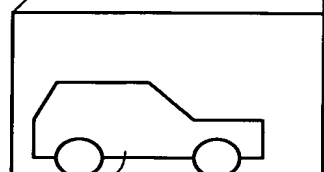
OBf

FIG. 25E

FIG. 25C



OBf

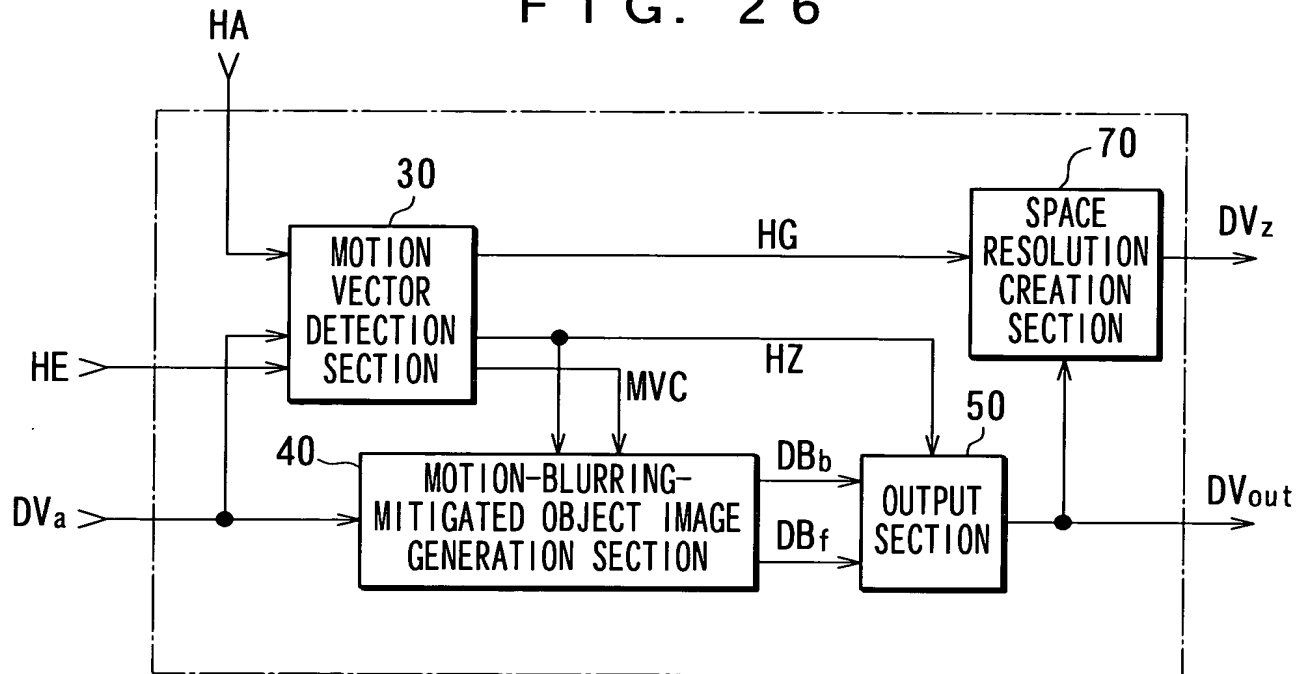


OBf

FIG. 25F

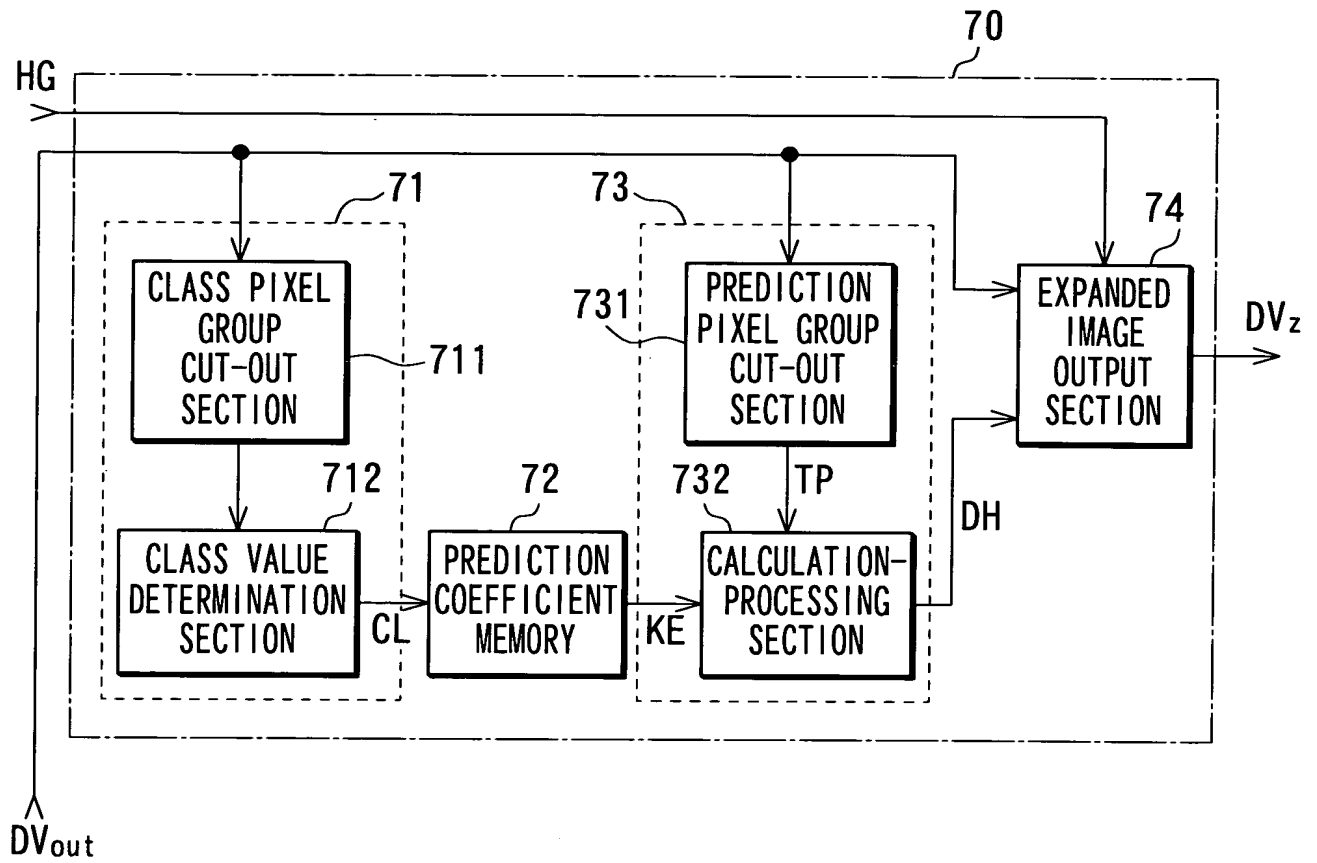
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FIG. 26



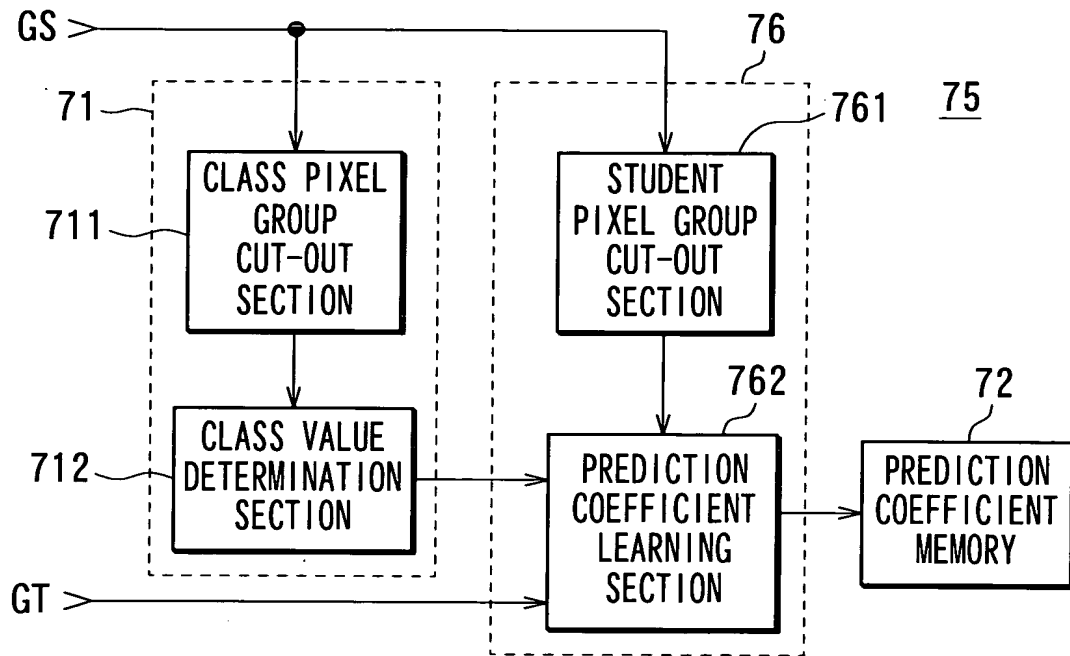
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FIG. 27



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FIG. 28



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FIG. 29

